

ABSTRACT

A gaming device includes sensors, display, and an interface device. At least first and second sensors are operatively configured to provide position information of at least first and second points, respectively. The position information should be sufficiently accurate to distinguish the first point from the second point, such that the provided position information of the first point with respect to the position information of the second point provides enough information to determine motions of a user. The interface device is configured to couple the sensors to the user so that the motions of the user can be visually displayed on the display.